

STAR TREK™

A Game For Roleplaying

Adventures in the original series as was, back when



240229.00

GM EYES ONLY

Campaign

NPC ROSTER: NCOE

Starfleet

U.S.S.

N.C.C. -

Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREKTM **40TH** **THE ROLE PLAYING GAME**

FASA Corporation with Fantasimulations Associates
1983 ~ 2023



21st Century
**HOUSE
RULES**
for 23rd Century Gaming

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[illegible]

Family
Homeworld:

Family

Parents:

Areas of Improvement

Skills
1
2
3

Attribute

Childhood:

Siblings

Awards and Honors

Cadet

Lifepath

Academy

Cadet

Term

1
2
3
4
5
6
7
8
9
10

Term

1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

230101.01

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
		EYES
BRANCH		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div> <div>STARSHIP</div> <div>EXPLORATION</div> <div>MILITARY</div> <div>COLONIZATION</div> <div>MERCHANT MARINE</div> <div>STARBASE DUTY</div> <div>ACADEMY INSTRUCTOR</div> <div>Term Length</div> <div>Efficiency</div> <div>Awards, Honorifics and Notes</div> </div>										<div> <div>RANK</div> <div>BRANCH</div> <div>ASSIGNMENT</div> </div>			<div> <div>WT</div> <div>HAIR</div> <div>EYES</div> <div>D.O.B.</div> <div>CREDITS</div> </div>		
1st											Family Notes and Such					
2nd																
3rd																
4th																
5th																
6th																
7th																
8th																
9th																
10th																
11th																
12th																
13th																
14th																
15th																
STR	END		INT		DEX		CHA		COOL		LUC		PSI			
FOOLIES (CHA+COOL)/2 round down			PERCEPTION (INT+LUC)/2 round down			FOCUS (INT+COOL)/2 round down			PERSEVERANCE (END+LUC)/2 round down			PERSEVERANCE (INT+LUC)/2 round down				
Administration . . .			Demolitions . . .			Medicine . . .			ST Sensors . . .							
Anthrop . . .			Disguise . . .						ST Services . . .							
			Ecology . . .			Meteorology . . .			ST Weapon Ops . . .							
Appraisal . . .			Electronics . . .			Negot/Diplomacy . . .			ST Weapons Tech . . .							
Archaeo . . .			Enviosuit Ops . . .			Oceanography . . .			Stealth/Hide . . .							
			Federation History . . .			Pers Wpn Tech . . .			Streetwise . . .							
Art . . .			Federation Law . . .			Philosophy . . .			Survival . . .							
			Forgery . . .													
Astron/Atrophys . . .			Gaming . . .			Physics . . .			Track/Evade . . .							
Biology . . .			Gambling . . .			Psych . . .			Trade & Commerce . . .							
Botany . . .			Geology . . .						Transporter Ops . . .							
Bribery . . .			Hvy Wpns Op/Tech . . .			Scrounge . . .			Transporter Tech . . .							
Burglary . . .			History . . .			Seduction . . .			Trivia . . .							
Carousing . . .						Shuttle Pilot . . .										
Chemistry . . .			Holotechnology . . .			Shuttle Sys Tech . . .			Variable-G Ops . . .							
Combat . . .			Instruction . . .			Sm Equip Tech . . .			Vehicle Op . . .							
Archaic . . .			Interrogation . . .			Sm Unit Tactics . . .										
Armed . . .			Intimidate . . .			Sports . . .			Warp Drive Tech . . .							
H-T-H . . .			Lang . . .						Zoology . . .							
Modern . . .						ST Cbt Tac/Str . . .										
Computer Op . . .			Law . . .			ST Comm Proc . . .										
Computer Tech . . .						ST Comm Tech . . .										
Culture . . .			Leadership . . .			ST Engineering . . .										
			Life Support Tech . . .			ST Helm . . .										
Dmg Ctrl Proc . . .			Materials Science . . .			ST Navigation . . .										
Def Shield Tech . . .			Mechanics . . .			ST Security . . .										

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16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

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TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

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Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

A Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

A Draw and Ready Device 2

A Operate Familiar Device 2

A Draw and Ready Weapon 2

A Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

A Adjust Weapon Settings 2

A Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

((INT+CHA+PSI)/3) rd

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
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	8
	9
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Lifepath
Academy
Cadet

Term	1
	2
	3
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	8
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	10

History and Notes

Dreams and Direction

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
BRANCH		EYES
		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> <div style="display: flex; justify-content: space-between; font-size: 0.8em;"> <div>STARSHIP</div> <div>EXPLORATION</div> <div>MILITARY</div> <div>COLONIZATION</div> <div>MERCHANT MARINE</div> <div>STARBASE DUTY</div> <div>ACADEMY INSTRUCTOR</div> <div>Term Length</div> <div>Efficiency</div> <div>Awards, Honorifics and Notes</div> </div> </div> <div style="width: 5%;"> <div style="border: 1px solid black; padding: 2px;">RANK</div> <div style="border: 1px solid black; padding: 2px;">BRANCH</div> <div style="border: 1px solid black; padding: 2px;">ASSIGNMENT</div> </div> <div style="width: 40%;"> <div style="display: flex; justify-content: space-between; font-size: 0.8em;"> <div>WT</div> <div>HAIR</div> <div>EYES</div> <div>D.O.B.</div> <div>CREDITS</div> </div> </div> </div>										Family Notes and Such			
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th		11th	12th	13th
STR	END		INT		DEX		CHA		COOL		LUC		PSI	
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down								
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Anthrop		Disguise				ST Services								
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Appraisal		Electronics		Negot/Diplomacy		ST Weapons Tech								
Archaeo		Enviosuit Ops		Oceanography		Stealth/Hide								
		Federation History		Pers Wpn Tech		Streetwise								
Art		Federation Law		Philosophy		Survival								
		Forgery												
Astron/Atrophys		Gaming		Physics		Track/Evade								
Biology		Gambling		Psych		Trade & Commerce								
Botany		Geology				Transporter Ops								
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech								
Burglary		History		Seduction		Trivia								
Carousing				Shuttle Pilot										
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UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

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TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

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Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

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		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

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Family

Homeworld:

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Parents:

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Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

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Awards and Honors
Cadet

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Academy
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15th											

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Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
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.	Intimidate	Sports	Warp Drive Tech
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.	ST Cbt Tac/Str
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SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

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TOTAL.....=

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A Throw Ready Weapon 1

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A Reload Weapon 2

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A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

A Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT	D.O.B.		LUC	Dept Head Y/N	Cmd School Y/N
			PSI	Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
		EYES
BRANCH		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes	RANK	BRANCH	ASSIGNMENT	WT	HAIR	EYES	D.O.B.	CREDITS	
	1st																		
	2nd																		
	3rd																		
	4th																		
	5th																		
6th																			
7th																			
8th																			
9th																			
10th																			
11th																			
12th																			
13th																			
14th																			
15th																			
										Family Notes and Such									
STR		END		INT		DEX		CHA		COOL		LUC		PSI					
FOOLIES (CHA+COOL)/2 round down				PERCEPTION (INT+LUC)/2 round down				FOCUS (INT+COOL)/2 round down				PERSEVERENCE (END+LUC)/2 round down				(INT+LUC)/2 round down			
Administration				Demolitions				Medicine				ST Sensors							
Anthrop				Disguise								ST Services							
				Ecology				Meteorology				ST Weapon Ops							
Appraisal				Electronics				Negot/Diplomacy				ST Weapons Tech							
Archaeo				Enviosuit Ops				Oceanography				Stealth/Hide							
				Federation History				Pers Wpn Tech				Streetwise							
Art				Federation Law				Philosophy				Survival							
				Forgery															
Astron/Astrophys				Gaming				Physics				Track/Evade							
Biology				Gambling				Psych				Trade & Commerce							
Botany				Geology								Transporter Ops							
Bribery				Hvy Wpons Op/Tech				Scrounge				Transporter Tech							
Burglary				History				Seduction				Trivia							
Carousing								Shuttle Pilot											
Chemistry				Holotechnology				Shuttle Sys Tech				Variable-G Ops							
Combat				Instruction				Sm Equip Tech				Vehicle Op							
Archaic				Interrogation				Sm Unit Tactics											
Armed				Intimidate				Sports				Warp Drive Tech							
H-T-H				Lang								Zoology							
Modern								ST Cbt Tac/Str											
Computer Op				Law				ST Comm Proc											
Computer Tech								ST Comm Tech											
Culture				Leadership				ST Engineering											
				Life Support Tech				ST Helm											
Dmg Ctrl Proc				Materials Science				ST Navigation											
Def Shield Tech				Mechanics				ST Security											

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UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

((INT+CHA+PSI)/3) rd

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
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	8
	9
	10

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
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ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

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UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

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TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

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Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

A Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

A Draw and Ready Device 2

A Operate Familiar Device 2

A Draw and Ready Weapon 2

A Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

A Adjust Weapon Settings 2

A Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

((INT+CHA+PSI)/3) rd

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Areas of Improvement

Skills

Attribute

1

2

3

Childhood:

Awards and Honors

Siblings

Cadet

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Term

1

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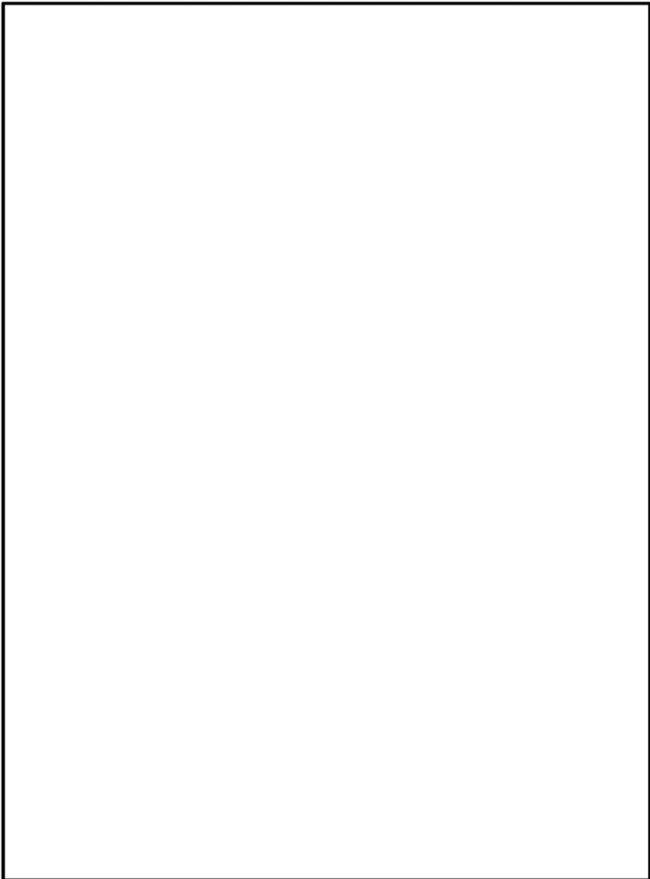
6

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STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
----------	-------------	----------	--------------	-----------------	---------------	--------------------	-------------	------------	------------------------------

ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such
-------------	-----	-----	-----	-----	-----	-----	-----	-----	-----	------	------	------	------	------	------	-----------------------

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down (INT+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
.	Intimidate	Sports	Warp Drive Tech
.	Lang	Zoology
.	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

ACTION POINTS		NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	
1	UNCONSCIOUS SAVES	CURRENT	ATTRIBUTE FATIGUE EFFECTS	NATURAL	PSI Pool	(INT+CHA+PSI)/3 rd
2		SAVE (END/2 rd)				
3		SAVE (END/4 rd)	BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=	TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
4		UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	Modern.....	PER SETTING	
5				H-T-H.....		
6						
7						
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15						
16						

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
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	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
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	8
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	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
----------	-------------	----------	--------------	-----------------	---------------	--------------------	-------------	------------	------------------------------

ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

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16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

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.....

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TO HIT MODIFIERS

Target Modifiers

Dice Mod

Range

Point-Blank

-15

Short

0

Medium

+15

Long

+30

Extreme

+45

Size

Very Small

+30

Small

+15

Man-size

0

Large

-15

Specific Location

+15

Position

Standing

0

Crouched

+5

Prone

-10

Concealment

≤ 1/3

0

1/3 - 2/3

+10

2/3 ≥

+30 or more

Movement

Stationary

-15

Moving

0

Running

+5

Attacker Modifiers

Aiming

Aimed Shot

-25

Snapshot

0

Quick-Draw/Shoot

+25

Wrong-Hand

+20

Simultaneous Attacks

+10 each

Movement

Stationary

0

Moving

+5

Running

+15

Evading

+30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares

-30

Surprised or Distracted

-20

Alert and Aware

+20

Aware of the Technique

+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
----------	-------------	----------	--------------	-----------------	---------------	--------------------	-------------	------------	------------------------------

ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down (INT+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

.....

.....

.....

.....

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

.....

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

((INT+CHA+PSI)/3) rd

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
		EYES
BRANCH		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div> <div>STARSHIP</div> <div>EXPLORATION</div> <div>MILITARY</div> <div>COLONIZATION</div> <div>MERCHANT MARINE</div> <div>STARBASE DUTY</div> <div>ACADEMY INSTRUCTOR</div> <div>Term Length</div> <div>Efficiency</div> <div>Awards, Honorifics and Notes</div> </div>										<div> <div>RANK</div> <div>BRANCH</div> <div>ASSIGNMENT</div> </div>			<div> <div>WT</div> <div>HAIR</div> <div>EYES</div> <div>D.O.B.</div> <div>CREDITS</div> </div>		
1st											Family Notes and Such					
2nd																
3rd																
4th																
5th																
6th																
7th																
8th																
9th																
10th																
11th																
12th																
13th																
14th																
15th																
STR		END		INT		DEX		CHA		COOL		LUC		PSI		
FOOLIES (CHA+COOL)/2 round down				PERCEPTION (INT+LUC)/2 round down				FOCUS (INT+COOL)/2 round down				PERSEVERENCE (END+LUC)/2 round down				
Administration				Demolitions				Medicine				ST Sensors				
Anthrop				Disguise				Meteorology				ST Services				
Appraisal				Ecology				Negot/Diplomacy				ST Weapon Ops				
Archaeo				Enviosuit Ops				Oceanography				Stealth/Hide				
Art				Federation History				Pers Wpn Tech				Streetwise				
Astron/Atrophys				Federation Law				Philosophy				Survival				
Biology				Forgery				Physics				Track/Evade				
Botany				Gaming				Psych				Trade & Commerce				
Bribery				Gambling				Scrounge				Transporter Ops				
Burglary				Geology				Seduction				Transporter Tech				
Carousing				Hvy Wpns Op/Tech				Shuttle Pilot				Trivia				
Chemistry				History				Shuttle Sys Tech				Variable-G Ops				
Combat				Holotechnology				Sm Equip Tech				Vehicle Op				
Archaic				Instruction				Sm Unit Tactics				Warp Drive Tech				
Armed				Interrogation				Sports				Zoology				
H-T-H				Intimidate				ST Cbt Tac/Str								
Modern				Lang				ST Comm Proc								
Computer Op				Law				ST Comm Tech								
Computer Tech				Leadership				ST Engineering								
Culture				Life Support Tech				ST Helm								
Dmg Ctrl Proc				Materials Science				ST Navigation								
Def Shield Tech				Mechanics				ST Security								

ACTION POINTS		NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	
1	UNCONSCIOUS SAVES	CURRENT	ATTRIBUTE FATIGUE EFFECTS	NATURAL	PSI Pool	(INT+CHA+PSI)/3 rd
2						
3		SAVE (END/2 rd)				
4		SAVE (END/4 rd)	BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=	TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
5		UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	Modern.....	PER SETTING	
6				H-T-H.....		
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

Action Point Table	A Opportunity Action
Position Change	
▲ Turn in Place	1
▲ Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
▲ Draw and Ready Device	2
▲ Operate Familiar Device	2
▲ Draw and Ready Weapon	2
▲ Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
▲ Adjust Weapon Settings	2
▲ Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
▲ Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers	Dice Mod
Target Modifiers	
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

Skills

Attribute

1

2

3

Awards and Honors

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Lifepath

Academy

Cadet

Term

1

2

3

4

5

6

7

8

9

10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
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ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

ACTION POINTS		NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	
1	UNCONSCIOUS SAVES	CURRENT	ATTRIBUTE FATIGUE EFFECTS	NATURAL	PSI Pool	(INT+CHA+PSI)/3 rd
2						
3		SAVE (END/2 rd)				
4		SAVE (END/4 rd)	BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=	TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
5		UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	Modern.....	PER SETTING	
6				H-T-H.....		
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

Action Point Table	A Opportunity Action
Position Change	
▲ Turn in Place	1
▲ Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
▲ Draw and Ready Device	2
▲ Operate Familiar Device	2
▲ Draw and Ready Weapon	2
▲ Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers	Dice Mod
Target Modifiers	
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family
Homeworld:

Family

Parents:

Areas of Improvement

Skills
1
2
3

Attribute

Childhood:

Siblings

Awards and Honors

Cadet

Lifepath

Academy

Cadet

Term

1
2
3
4
5
6
7
8
9
10

Term

1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

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STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
----------	-------------	----------	--------------	-----------------	---------------	--------------------	-------------	------------	------------------------------

ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

ACTION POINTS		NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	
1	UNCONSCIOUS SAVES	CURRENT	ATTRIBUTE FATIGUE EFFECTS	NATURAL	PSI Pool	(INT+CHA+PSI)/3 rd
2						
3		SAVE (END/2 rd)				
4		SAVE (END/4 rd)	BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=	TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
5		UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	Modern.....	PER SETTING	
6				H-T-H.....		
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

Action Point Table	A Opportunity Action
Position Change	
▲ Turn in Place	1
▲ Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
▲ Draw and Ready Device	2
▲ Operate Familiar Device	2
▲ Draw and Ready Weapon	2
▲ Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers	Dice Mod
Target Modifiers	
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
BRANCH		EYES
		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR Term Length Efficiency Awards, Honorifics and Notes </div> <div style="width: 5%;"> RANK BRANCH ASSIGNMENT </div> <div style="width: 10%;"> WT HAIR EYES D.O.B. CREDITS </div> </div>										Family Notes and Such
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											
STR	END		INT	DEX		CHA	COOL	LUC	PSI		
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 (INT+LUC)/2 round down					
Administration											
Anthrop											
Appraisal											
Archaeo											
Art											
Astron/Astrophys											
Biology											
Botany											
Bribery											
Burglary											
Carousing											
Chemistry											
Combat											
Archaic											
Armed											
H-T-H											
Modern											
Computer Op											
Computer Tech											
Culture											
Dmg Ctrl Proc											
Def Shield Tech											
Demolitions											
Disguise											
Ecology											
Electronics											
Enviosuit Ops											
Federation History											
Federation Law											
Forgery											
Gaming											
Gambling											
Geology											
Hvy Wpns Op/Tech											
History											
Holotechnology											
Instruction											
Interrogation											
Intimidate											
Lang											
Law											
Leadership											
Life Support Tech											
Materials Science											
Mechanics											
Medicine											
Meteorology											
Negot/Diplomacy											
Oceanography											
Pers Wpn Tech											
Philosophy											
Physics											
Psych											
Scrounge											
Seduction											
Shuttle Pilot											
Shuttle Sys Tech											
Sm Equip Tech											
Sm Unit Tactics											
Sports											
ST Cbt Tac/Str											
ST Comm Proc											
ST Comm Tech											
ST Engineering											
ST Helm											
ST Navigation											
ST Security											
ST Sensors											
ST Services											
ST Weapon Ops											
ST Weapons Tech											
Stealth/Hide											
Streetwise											
Survival											
Track/Evade											
Trade & Commerce											
Transporter Ops											
Transporter Tech											
Trivia											
Variable-G Ops											
Vehicle Op											
Warp Drive Tech											
Zoology											

ACTION POINTS		NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	
1	UNCONSCIOUS SAVES	CURRENT	ATTRIBUTE FATIGUE EFFECTS	NATURAL	PSI Pool	(INT+CHA+PSI)/3 rd
2		SAVE (END/2 rd)				
3		SAVE (END/4 rd)	BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=	TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
4		UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	Modern.....	PER SETTING	
5				H-T-H.....		
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
----------	-------------	----------	--------------	-----------------	---------------	--------------------	-------------	------------	------------------------------

ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
-----	-----	-----	-----	-----	------	-----	-----

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERANCE (END+LUC)/2 round down	(INT+LUC)/2 round down
---------------------------------------	---	-------------------------------------	---	---------------------------

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

1

2

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14

15

16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

A Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

A Draw and Ready Device 2

A Operate Familiar Device 2

A Draw and Ready Weapon 2

A Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

A Adjust Weapon Settings 2

A Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

A Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is: Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

((INT+CHA+PSI)/3) rd

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family
Homeworld:

Family

Parents:

Areas of Improvement

Skills
1
2
3

Attribute

Childhood:

Siblings

Awards and Honors

Cadet

Lifepath

Academy

Cadet

Term

1
2
3
4
5
6
7
8
9
10

Term

1
2
3
4
5
6
7
8
9
10

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
		EYES
BRANCH		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR Term Length Efficiency Awards, Honorifics and Notes </div> <div style="width: 5%;"> RANK BRANCH ASSIGNMENT </div> <div style="width: 10%;"> WT HAIR EYES D.O.B. CREDITS </div> </div>										Family Notes and Such
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											
STR	END		INT	DEX		CHA	COOL	LUC	PSI		
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 (INT+LUC)/2 round down					
Administration											
Anthrop											
Appraisal											
Archaeo											
Art											
Astron/Astrophys											
Biology											
Botany											
Bribery											
Burglary											
Carousing											
Chemistry											
Combat											
Archaic											
Armed											
H-T-H											
Modern											
Computer Op											
Computer Tech											
Culture											
Dmg Ctrl Proc											
Def Shield Tech											
Demolitions											
Disguise											
Ecology											
Electronics											
Enviosuit Ops											
Federation History											
Federation Law											
Forgery											
Gaming											
Gambling											
Geology											
Hvy Wpns Op/Tech											
History											
Holotechnology											
Instruction											
Interrogation											
Intimidate											
Lang											
Law											
Leadership											
Life Support Tech											
Materials Science											
Mechanics											
Medicine											
Meteorology											
Negot/Diplomacy											
Oceanography											
Pers Wpn Tech											
Philosophy											
Physics											
Psych											
Scrounge											
Seduction											
Shuttle Pilot											
Shuttle Sys Tech											
Sm Equip Tech											
Sm Unit Tactics											
Sports											
ST Cbt Tac/Str											
ST Comm Proc											
ST Comm Tech											
ST Engineering											
ST Helm											
ST Navigation											
ST Security											
ST Sensors											
ST Services											
ST Weapon Ops											
ST Weapons Tech											
Stealth/Hide											
Streetwise											
Survival											
Track/Evade											
Trade & Commerce											
Transporter Ops											
Transporter Tech											
Trivia											
Variable-G Ops											
Vehicle Op											
Warp Drive Tech											
Zoology											

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
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	6
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	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
----------	-------------	----------	--------------	-----------------	---------------	--------------------	-------------	------------	------------------------------

ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

1

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14

15

16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

.....

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

A Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

A Draw and Ready Device 2

A Operate Familiar Device 2

A Draw and Ready Weapon 2

A Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

((INT+CHA+PSI)/3) rd

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
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History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
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ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

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16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

.....

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

A Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

A Draw and Ready Device 2

A Operate Familiar Device 2

A Draw and Ready Weapon 2

A Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

A Adjust Weapon Settings 2

A Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

((INT+CHA+PSI)/3) rd

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head	Y/N
				Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
BRANCH		EYES
		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> <div style="display: flex; justify-content: space-between; font-size: 0.8em;"> <div>STARSHIP</div> <div>EXPLORATION</div> <div>MILITARY</div> <div>COLONIZATION</div> <div>MERCHANT MARINE</div> <div>STARBASE DUTY</div> <div>ACADEMY INSTRUCTOR</div> <div>Term Length</div> <div>Efficiency</div> <div>Awards, Honorifics and Notes</div> </div> </div> <div style="width: 5%;"> <div style="border: 1px solid black; padding: 2px;">RANK</div> <div style="border: 1px solid black; padding: 2px;">BRANCH</div> <div style="border: 1px solid black; padding: 2px;">ASSIGNMENT</div> </div> <div style="width: 40%;"> <div style="display: flex; justify-content: space-between; font-size: 0.8em;"> <div>WT</div> <div>HAIR</div> <div>EYES</div> <div>D.O.B.</div> <div>CREDITS</div> </div> </div> </div>										Family Notes and Such
	STR	END	INT	DEX	CHA	COOL	LUC	PSI			
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down		(INT+LUC)/2 round down			
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
.	Intimidate	Sports	Warp Drive Tech
.	Lang	Zoology
.	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

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UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

.....

.....

.....

.....

(((INT+CHA+PSI)/3) rd

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

Simultaneous Attacks +10 each

Movement

Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
		EYES
BRANCH		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div> <div>STARSHIP</div> <div>EXPLORATION</div> <div>MILITARY</div> <div>COLONIZATION</div> <div>MERCHANT MARINE</div> <div>STARBASE DUTY</div> <div>ACADEMY INSTRUCTOR</div> <div>Term Length</div> <div>Efficiency</div> <div>Awards, Honorifics and Notes</div> </div>										<div> <div>RANK</div> <div>BRANCH</div> <div>ASSIGNMENT</div> </div>			<div> <div>WT</div> <div>HAIR</div> <div>EYES</div> <div>D.O.B.</div> <div>CREDITS</div> </div>		
1st											Family Notes and Such					
2nd																
3rd																
4th																
5th																
6th																
7th																
8th																
9th																
10th																
11th																
12th																
13th																
14th																
15th																
STR	END		INT		DEX		CHA		COOL		LUC	PSI				
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down										
Administration		Demolitions		Medicine		ST Sensors										
Anthrop		Disguise				ST Services										
		Ecology		Meteorology		ST Weapon Ops										
Appraisal		Electronics		Negot/Diplomacy		ST Weapons Tech										
Archaeo		Enviosuit Ops		Oceanography		Stealth/Hide										
		Federation History		Pers Wpn Tech		Streetwise										
Art		Federation Law		Philosophy		Survival										
		Forgery														
Astron/Atrophys		Gaming		Physics		Track/Evade										
Biology		Gambling		Psych		Trade & Commerce										
Botany		Geology				Transporter Ops										
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech										
Burglary		History		Seduction		Trivia										
Carousing				Shuttle Pilot												
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops										
Combat		Instruction		Sm Equip Tech		Vehicle Op										
Archaic		Interrogation		Sm Unit Tactics												
Armed		Intimidate		Sports		Warp Drive Tech										
H-T-H		Lang				Zoology										
Modern				ST Cbt Tac/Str												
Computer Op		Law		ST Comm Proc												
Computer Tech				ST Comm Tech												
Culture		Leadership		ST Engineering												
		Life Support Tech		ST Helm												
Dmg Ctrl Proc		Materials Science		ST Navigation												
Def Shield Tech		Mechanics		ST Security												

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16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

.....

.....

.....

.....

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....

H-T-H.....

.....

.....

.....

.....

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

A Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

A Draw and Ready Device 2

A Operate Familiar Device 2

A Draw and Ready Weapon 2

A Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

A Adjust Weapon Settings 2

A Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers

Dice Mod

Range

Point-Blank -15

Short 0

Medium +15

Long +30

Extreme +45

Size

Very Small +30

Small +15

Man-size 0

Large -15

Specific Location +15

Position

Standing 0

Crouched +5

Prone -10

Concealment

≤ 1/3 0

1/3 - 2/3 +10

2/3 ≥ +30 or more

Movement

Stationary -15

Moving 0

Running +5

Attacker Modifiers

Aiming

Aimed Shot -25

Snapshot 0

Quick-Draw/Shoot +25

Wrong-Hand +20

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Stationary 0

Moving +5

Running +15

Evading +30

Vulcan Nerve Pinch

Target is:

Die Mod

Totally Unawares -30

Surprised or Distracted -20

Alert and Aware +20

Aware of the Technique +40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
----------	-------------	----------	--------------	-----------------	---------------	--------------------	-------------	------------	------------------------------

ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head	Y/N
				Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
---------------	--

<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
		EYES
BRANCH		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div> <div>STARSHIP</div> <div>EXPLORATION</div> <div>MILITARY</div> <div>COLONIZATION</div> <div>MERCHANT MARINE</div> <div>STARBASE DUTY</div> <div>ACADEMY INSTRUCTOR</div> <div>Term Length</div> <div>Efficiency</div> <div>Awards, Honorifics and Notes</div> </div>										<div> <div>RANK</div> <div>BRANCH</div> <div>ASSIGNMENT</div> </div>			<div> <div>WT</div> <div>HAIR</div> <div>EYES</div> <div>D.O.B.</div> <div>CREDITS</div> </div>		
1st											Family Notes and Such					
2nd																
3rd																
4th																
5th																
6th																
7th																
8th																
9th																
10th																
11th																
12th																
13th																
14th																
15th																
STR		END		INT		DEX		CHA		COOL		LUC		PSI		
FOOLIES (CHA+COOL)/2 round down				PERCEPTION (INT+LUC)/2 round down				FOCUS (INT+COOL)/2 round down				PERSEVERANCE (END+LUC)/2 round down				
Administration				Demolitions				Medicine				ST Sensors				
Anthrop				Disguise				ST Services				
.				Ecology				Meteorology				ST Weapon Ops				
Appraisal				Electronics				Negot/Diplomacy				ST Weapons Tech				
Archaeo				Enviosuit Ops				Oceanography				Stealth/Hide				
.				Federation History				Pers Wpn Tech				Streetwise				
Art				Federation Law				Philosophy				Survival				
.				Forgery				
Astron/Atrophys				Gaming				Physics				Track/Evade				
Biology				Gambling				Psych				Trade & Commerce				
Botany				Geology				Transporter Ops				
Bribery				Hvy Wpns Op/Tech				Scrounge				Transporter Tech				
Burglary				History				Seduction				Trivia				
Carousing				Shuttle Pilot				
Chemistry				Holotechnology				Shuttle Sys Tech				Variable-G Ops				
Combat				Instruction				Sm Equip Tech				Vehicle Op				
Archaic				Interrogation				Sm Unit Tactics				
Armed				Intimidate				Sports				Warp Drive Tech				
H-T-H				Lang				Zoology				
Modern				ST Cbt Tac/Str				
Computer Op				Law				ST Comm Proc				
Computer Tech				ST Comm Tech				
Culture				Leadership				ST Engineering				
.				Life Support Tech				ST Helm				
Dmg Ctrl Proc				Materials Science				ST Navigation				
Def Shield Tech				Mechanics				ST Security				

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UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

A Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

A Draw and Ready Device 2

A Operate Familiar Device 2

A Draw and Ready Weapon 2

A Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
---------------	--

<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

NAME		AGE
		SEX
SPECIES	P.O.B.	HT
		WT
RANK		HAIR
BRANCH		EYES
		D.O.B.
ASSIGNMENT		CREDITS

ACTIVE DUTY	<div style="display: flex; justify-content: space-between;"> <div style="width: 40%;"> STARSHIP EXPLORATION MILITARY COLONIZATION MERCHANT MARINE STARBASE DUTY ACADEMY INSTRUCTOR Term Length Efficiency Awards, Honorifics and Notes </div> <div style="width: 5%;"> RANK BRANCH ASSIGNMENT </div> <div style="width: 15%;"> WT HAIR EYES D.O.B. CREDITS </div> </div>										Family Notes and Such
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											
STR	END		INT	DEX		CHA	COOL	LUC	PSI		
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 (INT+LUC)/2 round down					
Administration											
Anthrop											
Appraisal											
Archaeo											
Art											
Astron/Astrophys											
Biology											
Botany											
Bribery											
Burglary											
Carousing											
Chemistry											
Combat											
Archaic											
Armed											
H-T-H											
Modern											
Computer Op											
Computer Tech											
Culture											
Dmg Ctrl Proc											
Def Shield Tech											
Demolitions											
Disguise											
Ecology											
Electronics											
Enviosuit Ops											
Federation History											
Federation Law											
Forgery											
Gaming											
Gambling											
Geology											
Hvy Wpns Op/Tech											
History											
Holotechnology											
Instruction											
Interrogation											
Intimidate											
Lang											
Law											
Leadership											
Life Support Tech											
Materials Science											
Mechanics											
Medicine											
Meteorology											
Negot/Diplomacy											
Oceanography											
Pers Wpn Tech											
Philosophy											
Physics											
Psych											
Scrounge											
Seduction											
Shuttle Pilot											
Shuttle Sys Tech											
Sm Equip Tech											
Sm Unit Tactics											
Sports											
ST Cbt Tac/Str											
ST Comm Proc											
ST Comm Tech											
ST Engineering											
ST Helm											
ST Navigation											
ST Security											
ST Sensors											
ST Services											
ST Weapon Ops											
ST Weapons Tech											
Stealth/Hide											
Streetwise											
Survival											
Track/Evade											
Trade & Commerce											
Transporter Ops											
Transporter Tech											
Trivia											
Variable-G Ops											
Vehicle Op											
Warp Drive Tech											
Zoology											

ACTION POINTS		NATURAL	WOUND	FATIGUE	STUN	LUC Pool	PSI Vector	
1	UNCONSCIOUS SAVES	CURRENT				NATURAL	PSI Pool	(INT+CHA+PSI)/3 rd
2			ATTRIBUTE FATIGUE EFFECTS				NATURAL	
3		SAVE (END/2 rd)						
4		SAVE (END/4 rd)	BARE HAND DAMAGE.....			TO HIT TABLE		
5		UNC (END/10 rd)	SKILL BONUS.....+			(SKILL + DEX)/2=TOHIT DMG		
6			TOTAL.....=			Modern.....PER SETTING		
7			WEAPON DAMAGE			H-T-H.....		
8			STR BONUS.....+					
9			SKILL BONUS.....+					
10			TOTAL.....=					
11								
12								
13								
14								
15								
16								

Action Point Table	A Opportunity Action
Position Change	
▲ Turn in Place	1
▲ Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
▲ Draw and Ready Device	2
▲ Operate Familiar Device	2
▲ Draw and Ready Weapon	2
▲ Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers	Dice Mod
Target Modifiers	
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
---------------	--

<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

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Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
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	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
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ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

ACTION POINTS		NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	
1	UNCONSCIOUS SAVES	CURRENT	ATTRIBUTE FATIGUE EFFECTS	NATURAL	PSI Pool	(INT+CHA+PSI)/3 rd
2						
3		SAVE (END/2 rd)				
4		SAVE (END/4 rd)	BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=	TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
5		UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	Modern.....	PER SETTING	
6				H-T-H.....		
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

Action Point Table	A Opportunity Action
Position Change	
▲ Turn in Place	1
▲ Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
▲ Draw and Ready Device	2
▲ Operate Familiar Device	2
▲ Draw and Ready Weapon	2
▲ Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
▲ Adjust Weapon Settings	2
▲ Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
▲ Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers	Dice Mod
Target Modifiers	
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
---------------	--

<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
----------	-------------	----------	--------------	-----------------	---------------	--------------------	-------------	------------	------------------------------

ACTIVE DUTY	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down (INT+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	Zoology
Modern	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

1

2

3

4

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11

12

13

14

15

16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

H-T-H.....

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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
---------------	--

<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

BRANCH

WT

HAIR

EYES

D.O.B.

ASSIGNMENT

CREDITS

23010101



NAME

STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
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.	Ecology	Meteorology	ST Weapon Ops
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Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
.	Intimidate	Sports	Warp Drive Tech
.	Lang	Zoology
.	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

1

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UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

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A Attack min. 3

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A Dodge min. 3

A Duck Thrown Weapon 2

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A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
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230101.01



Service Record

<p>Honors</p>	
---------------	--

<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

STARFLEET ENLISTED RECORD

NAME

AGE

SPECIES

P.O.B.

SEX

RANK

HT

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23010101



NAME

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Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
.	Intimidate	Sports	Warp Drive Tech
.	Lang	Zoology
.	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

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16

UNCONSCIOUS SAVES

NATURAL

CURRENT

SAVE
(END/2 rd)

SAVE
(END/4 rd)

UNC
(END/10 rd)

WOUND

FATIGUE

STUN

ATTRIBUTE FATIGUE EFFECTS

BARE HAND DAMAGE.....

SKILL BONUS.....+

TOTAL.....=

WEAPON DAMAGE

STR BONUS.....+

SKILL BONUS.....+

TOTAL.....=

Action Point Table

A Opportunity Action

Position Change

A Turn in Place 1

Stand-to-Sit or reverse 1

A Stand-to-Kneel or reverse 1

A Kneel-to-Prone or reverse 1

Movement

Walk 1sq orthogonal 1

diagonal 1.5

Evade 1sq orthogonal 2

diagonal 3

Crawl 1sq orthogonal 2

diagonal 3

Run for full Turn 1/2 all AP

Climb Stairs or Ladder 2x AP

Climb Rope 3x AP

Swim 2x AP

Equipment and Weapon Use

A Short Communication 1

Draw and Ready Device 2

A Operate Familiar Device 2

Draw and Ready Weapon 2

Aim Weapon 2

A Quick-Draw and Fire 3

A Fire Ready Weapon 1

A Throw Ready Weapon 1

Adjust Weapon Settings 2

Reload Weapon 2

Combat and Emergency Evasion

A Attack min. 3

A Parry/Defend min. 2

A Dodge min. 3

A Duck Thrown Weapon 2

A Hide in Same Square 1

A Hide in Adjacent Square 4

A Roll Sideways 2

A Drop-to-Ready 1

A Drop-to-Prone 0

A Dive to Prone 2

A Dive Roll 4

Flying Tackle min. 4

Terrain Modifiers

Clear, Road or Path 1x AP

Hills, Light Vegetation 2x AP

Swampy, Rocky, Hvy Veg 3x AP

Cliffs, Rough Terrain 2x - 4x AP

LUC Pool

NATURAL

PSI Vector

PSI Pool

NATURAL

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern.....PER SETTING

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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
---------------	--

<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Ship's Roster U.S.S. N.C.C. -

[illegible]

INTERACTIVE
CHARACTER
TIMELINE

NAME

YEAR

LEGEND

(N)PC ATTRIBUTE MATRIX

[illegible]

(N)PC ABILITIES MATRIX

[illegible]

PHYSICAL TRAINING

PHYSICAL TRAINING

STR	END	INT	DEX	CHA	COOL	NON
-----	-----	-----	-----	-----	------	-----

COMBAT TRAINING

H - T - H MODERN ARMED (SPECIFY) ARCHAIC

SKILL TRAINING

SKILL TRAINING

CAPTAIN'S STANDING ORDERS

UP FOR PROMOTION

SCUTTLEBUTT

SIDE PLOTS

Decorated Crew

Ship's Notes U.S.S. N.C.C. -

GM NOTES

FAMILY DRAMATICS AND LIFE PATH

ONLY CHILD

M}ORE COMPLICATIONS

1ST BORN

TWINS

DEAD PARENT(S)/SIB(S) & CAUSE

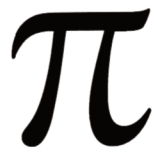
HATREDS AND HEROES

PAST COMPLICATIONS

~fin~

U.S.S.

COMMISSIONED



N.C.C. -

Captain

1st Officer

Yard

Yard Master

Star Trek: The Role Playing Game™

Jack Photon's 4.0th Fantaversary Revision

NPC Roster: Enlisted Personnel Sheets

A blank set of four sheets for each of 25 Enlisted or Noncommissioned Officers in your campaign.

Personal Notes

Character Sheet

Back Sheet

Universal Profile

PLUS Crew Lists, Profile and Cross-Reference Charts



"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore."



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Jack Photon's 3rd Edition Framework, ©2022
Jack Photon's 4.0th Fantaversary Revision, ©2023 | ©1984~2000, 2020-2023
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